bid in an auction to have a player removed from playing the video game. In one embodiment, the interface to enable providing of feedback to the cloud gaming system enables spectators to send a custom message to a player playing in the video game. In one embodiment, the interface to enable providing of feedback to the cloud gaming system enables spectators to send a predefined warning to a player playing in the video game regarding the player's performance.

In yet another example embodiment, a computer readable medium containing non-transitory program instructions for processing input from spectators of a video game is provided. The video game is rendered by a cloud gaming system and streamed to one or more players during a session, and the execution of the program instructions by one or more processors of a computer system causes the one or more processors to carry out the operations of enabling access to view the video game by one or more spectators that are remote from the one or more players, with each of the spectators being provided with an interface to enable providing of feedback to the cloud gaming system, receiving feedback from one or more of the spectators, with the feedback including voting data that is used by the cloud gaming system, the voting data relating to the removal of one or more of the players, processing the voting data against metrics set for determining when one of the players is to be removed from playing the video game, and removing one of the players from playing the video game when the cloud gaming system determines that a threshold has been met based on the metrics, with the removal of the player being performed by the cloud gaming system without enabling the player to rejoin during the session.

Other aspects and advantages of the disclosures herein will become apparent from the following detailed description, taken in conjunction with the accompanying drawings, which illustrate by way of example the principles of the disclosures.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. **1** is a simplified schematic diagram that illustrates the manner in which spectators can watch an online video game.

FIG. **2** is a simplified schematic diagram that illustrates a spectator voting interface and process for removing a player from a game, in accordance with one embodiment.

FIG. **3** is a simplified schematic diagram that illustrates a process for removing a player from a game based on group voting by spectators, in accordance with one embodiment.

FIGS. **4A-4D** show examples of player removal interfaces that enable a spectator to pay to remove a player from a game, in accordance with one embodiment.

FIG. **5** illustrates an embodiment of an Information Service Provider architecture.

DETAILED DESCRIPTION

In the following description, numerous specific details are set forth in order to provide a thorough understanding of the example embodiments. However, it will be apparent to one skilled in the art that the example embodiments may be practiced without some of these specific details. In other instances, process operations and implementation details have not been described in detail, if already well known.

Embodiments of the present invention provide a method of displaying a video game to spectators. In particular, the embodiments described herein provide a voting interface that enables spectators to vote to remove players from the

video game for bad behavior, e.g., poor sportsmanship, substandard performance in the video game, or simply because the spectator does want to watch a particular player play in the video game. By providing spectators with increased involvement in the video game, the popularity of the video game can be increased, which can lead to increased viewership for the video game and, in turn, more sponsorships for game play.

In the example embodiments described herein, references are made to the "removal" of a player from a video game, e.g., "vote to remove a player," "remove player from game," and "this player is being removed from the game." In some embodiments, the meaning of the term "removal" can vary in degree. By way of example, the "removal" of a player can include the temporary removal of the player from participating in current game action, e.g. benching the player, but not the permanent removal of the player from participating in the game, e.g., banning the player. In team gaming, some players are assembled in to teams, where the team tries to achieve a common goal. The common goal may be to score the most points, collect the most assets, or achieve a result. In some cases, the players may be assembled or grouped to play specific team sports, e.g., basketball, football, baseball, etc. In any one of these team gaming scenarios, some players may be viewed by spectators as playing poorly. The level of play is, in some cases subjective and in other cases objective. In accordance with the following examples, when spectators are viewing a gaming event or session, the spectators may vote to remove certain players from active gaming. As noted above, the removal can be from the game itself or can be just from the action presently occurring in the game. For instance, if the players of a group are trying to achieve a goal, the removed player may be replaced with a backup player who may have been waiting to play in the game. The removed player can either added to the queue of players waiting to play in the game or returned to active play after the goal is achieved. In some embodiments, where the game is a sporting event, the player that is voted to be removed may be benched for a period of time, e.g., until the player is voted back into the game. As far as prior game play is concerned, if a player is removed from a game for only a period of time, that player's contributions during active game play, e.g., points scored for the team or achievements made on behalf of the team, before being removed from the game will stand for the team. For example, in the case of basketball game, the player can be removed from the court and replaced with an alternate player, but upon being removed from the game, the player simply sits on the bench and any points that the player scored remain on the scoreboard. A player that is removed, therefore, may still be eligible to return to active game play and may still be considered to be part of the game. In other embodiments, removal can include full removal from the game, e.g., the player is banned from future participation in that game. Full removal can be triggered when a threshold of votes is received to remove the player from the game. In other embodiments, the player can be fully removed from the game if the player is abusive or intentionally fails to follow the rules of the game.

FIG. **1** is a simplified schematic diagram that illustrates the manner in which spectators can watch an online video game. As shown in FIG. **1**, the online game is played on online gaming system **100**. The online gaming system **100** can be any suitable online gaming system including, by way of example, a local gaming system, an online multiplayer gaming system, and a streaming (cloud gaming) gaming system. In a local gaming system, the game is loaded onto